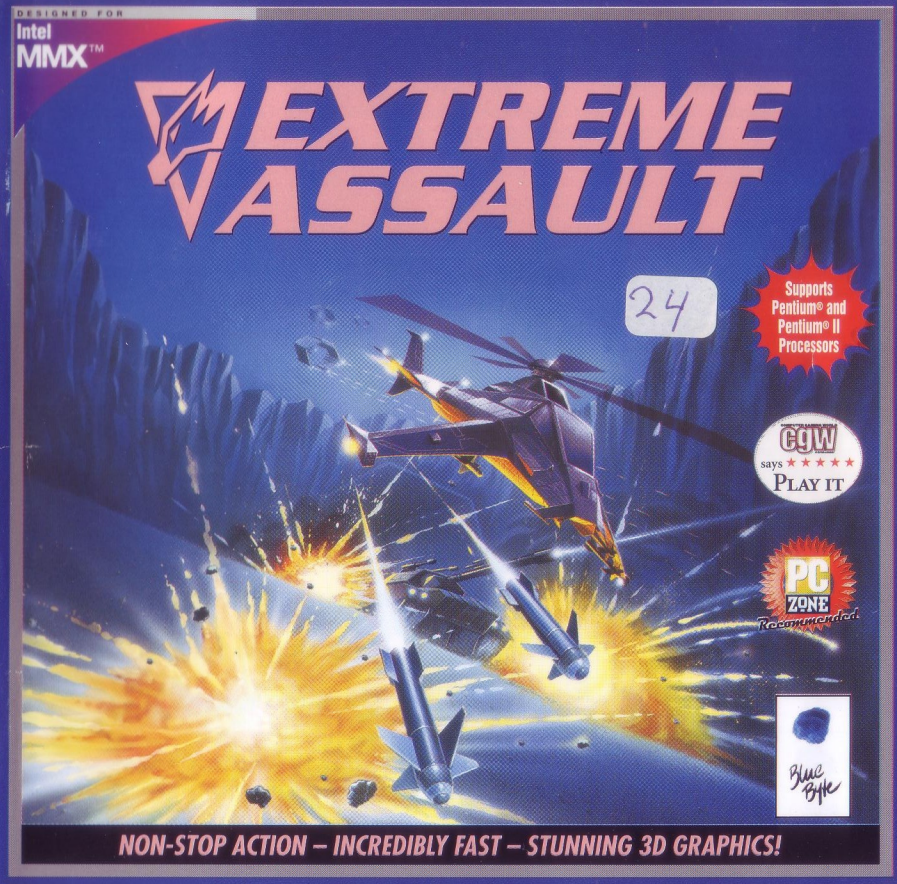
Keyboard Setup

General Key Assignments

ESC Terminate Mission
P Pause
F1 Help
F2 Options
F4 Quit Program
F5 Toggle LowRes/HiRes
F6 Change viewing range
F7 Ground Details
F8 Fog on/off
Shift+F8 Transparent effects on/off
F12 Next Mission

Network Key Assignments (only)

ESC Terminate Mission
F1 Help
F2 & P Unavailable in Network Play
F9 Message for everyone
Shift+F9 Message for team
Alt+F9 Message for opponents
F10 Review message
Alt+1 Send SOS
Alt+2 Retreat message
Alt+3 Report a kill
Alt+4 Threaten your opponents
Alt+5 Insult your opponents



IWords and layout by Wolfgang Walk.
All titles produced by Thomas Hertzler at Blue Byte Software GmbH, Mülheim-Ruhr, Germany.

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Only registered owners of EXTREME ASSAULT can receive free technical support for their game. You may register your game in the U.K. by calling Blue Byte Software, Technical Support at +44 (0) 1604 - 259090 or 07000 BLUEBYTE between the hours of 2:00 PM and 6:00 PM. Please have your EXTREME ASSAULT user manual available when you call.

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BLUE BYTE SOFTWARE, INC. • 870 E. Higgins Rd., Suite 143, Schaumburg, IL • 60173 • USA
Tel.: (847) 995-9981 Fax: (847) 995-9956 http://www.bluebyte.com

BLUE BYTE SOFTWARE GMBH • Eppinghofer Strasse 150 , 45468 Mülheim-Ruhr • Germany
Tel.: +49 (0) 208 - 450880 Fax: +49 (0) 208 - 4508899

BLUE BYTE SOFTWARE LTD • 22 Billing Road, Northampton • NN1 5AT • Great Britain
Tel.: +44 (0) 1604 - 259090 Fax: +44 (0) 1604 - 24553

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IMPORTANT: On the game CD you'll find a file called README.TXT. It contains important information which became available after the manual was printed. Please be sure to read this file completely.

TIP: If you have technical difficulties or questions about *Extreme Assault*, call the hotline for the office nearest you.
U.S. Phone: (847) 995-9981, between 8:30 AM and 5:00 PM Central Time.
U.K. Phone: +44 (0) 1604-259090 between 2:00 PM and 6:00 PM U.K. Time.

For the quickest results, before calling write down your hardware system information including: installed sound cards, graphics cards, main memory and any additional hardware like an AVI-Accelerator. Software information is also helpful, in case we need to analyze driver problems.

To play *Extreme Assault* you need to have MS-DOS® version 5.0 or higher, or Windows® 95 installed on your PC. In addition, for the minimum installation you need a hard drive with 40 megabytes of free hard drive space, or 110 megabytes for the full installation.

Installation under MS-DOS®

1. Turn on your computer and insert the *Extreme Assault* CD into your CD-ROM drive.

2. Switch to the CD-ROM drive. To do this, at the DOS prompt type the letter of your CD-ROM drive followed by a colon and then press [ENTER]. For example: `D: [ENTER]`

3. Type "Install" and then press [ENTER]. You will now see the menu for the installation program.

4. Follow the instructions in the section entitled **"The Installation Program"** on page 5.

Installation under Windows® 95

1. Turn on your computer.

2. Check that your sound card is installed correctly in Windows® 95. For more information see the On-Line Help in Windows® 95.

3. Insert the *Extreme Assault* CD into your CD-ROM drive.

4. The installation program will automatically start, unless the Windows® 95 Autorun feature was turned off. If it was turned off, switch to a DOS prompt and follow the installation instructions for DOS.

5. Follow the instructions in the next section entitled **"The Installation Program"**.

The Installation Program

NOTE: If you wish to make changes to your installation setup after the initial setup, run the *Extreme Assault* installation program again and make the desired changes.
To do this in DOS, type: `CD\bluebyte\extreme [ENTER]` followed by: `setup [ENTER]`
In Windows® 95, use the Windows® Explorer to change to the Extreme folder, found in the Bluebyte folder, and double click on **"Setup"**.

1. Pick either **"Minimum Installation"**, **"Recommended Installation"** or **"Install Network Demo"**. The Network Demo allows up to 4 players to play *Extreme Assault* in the **"Network Play"** mode, while requiring only one player to have the *Extreme Assault* CD in their CD-ROM drive. See the section entitled **"Network Play"** on page 15 for details.

2. Select the drive where you'd like *Extreme Assault* to be installed. The program only shows you the drives where enough hard drive space is available.

3. *Extreme Assault* then needs to be installed into the directory of your choice. You can accept the directory shown or pick your own. Confirm your choice by pressing [ENTER]. The files will now be copied onto your hard drive.

4. After *Extreme Assault* has been installed, click on "O.K." You will now see a menu with the following choices: Setup sound, Graphics resolution, Additional information, Blue Byte News, Quit program.

Setup Sound:
1. From the Setup Menu click on **"Setup sound"**.

2. If you have a sound card, choose **"Select and configure MIDI music driver"** and proceed to the next step. If you don't have a sound card, choose **"No MIDI music"** and **"No digital audio"** and skip to number 6.

3. You are now presented with a list of common sound cards. Choose the sound card that is installed in your PC. If your particular sound card is not listed, select **"Creative Labs Soundblaster or 100% compatible"**. This selection works for the majority of sound cards.

4. The next prompt will ask you to **"Attempt to configure sound driver automatically"**. If you confirm with [ENTER], the configuration will be done automatically. If all has gone well, you will see the message **"Device detected successfully"**. Confirm with [ENTER].

NOTE: If you have problems with the configuration and have a good knowledge of computers, you might try doing the configuration manually. Choose the prompt **"Skip auto-detection and configure sound driver manually"**. For those who are not so familiar with computers, we recommend trying a different driver, (**"Select a different sound driver"**), and then use the automatic configuration process mentioned above.

5. When you have successfully configured the MIDI music driver, click on the prompt **"Select and configure digital audio driver"** and repeat steps 3 and 4 above.

6. When you have successfully completed the configuration process, click on **"O.K."** and leave the sound setup program by clicking on **"Done"**. This will bring you back to the Setup Menu.

Graphics Resolution:
This is a program that determines what resolutions are supported by your graphics card. Please follow the program's on-screen instructions. It is important not to skip this setup option because it will determine your ability to switch between resolutions during the game.

Additional Information:
Here you'll find important information which became available after the manual was printed. Please be sure to read this section completely.

Caution: If your graphics card doesn't support the 640x480 resolution in HiColor (65,000 colors), then you should start *Extreme Assault* using the batch file **"LOWCOL.BAT"** located in the *Extreme Assault* directory. This will enable you to start *Extreme Assault* in the 256 color mode.

Starting EXTREME ASSAULT under MS-DOS®

1. *Extreme Assault* can be started immediately after completing the installation. To do this, just open the directory in which it is located. For example, type: cd\bluebyte\extreme [ENTER]

2. The following line should now appear at the DOS prompt: `C:\BLUEBYTE\EXTREME>`

3. Now you can start *Extreme Assault* by typing the word "Start" and then press [ENTER].

Note: If you are using an I-Force compatible Force Feedback Joystick, you need to start *Extreme Assault* with the parameter "ff". For example: `START ff[ENTER]`. This will ensure that the game supports your joystick.

Note: If you have a 3Dfx graphics card installed, type "3DFX" and then press [ENTER] to start *Extreme Assault* in the 3Dfx mode.

Starting EXTREME ASSAULT under Windows® 95

1. If you've installed *Extreme Assault* using the Autorun function, a menu will appear with a **"Start"** button. This menu will automatically appear every time the CD is inserted into the CD-ROM drive. Begin the game by clicking on the **"Start"** button.

2. If you did not install *Extreme Assault* using the Autorun function, the game can not be started automatically. You'll need to use the Windows® Explorer to change to the *Extreme Assault* directory. Begin the game by double-clicking on **"Start"**.

Note: If you are using an I-Force compatible Force Feedback Joystick, you need to start *Extreme Assault* with the file FORCEFEE.PIF located in the games directory. This will ensure that the game supports your joystick.

Note: If you have a 3Dfx graphics card, double click on **"3DFX. BAT"** to start *Extreme Assault* in 3Dfx mode.

Sound Setup

Briefing
Select the way in which you receive your briefings: text, voice, or text and voice together.

Computer voice
This option turns on or off, the words spoken in the game.

Music selection
You can pick what type of music you'll hear: Midi, CD Audio or No Music.

Midi volume
The volume level is presented in slide-bar form: left is soft and right is loud.

Sound effects volume
This slide-bar adjusts the volume of all sound effects as well as the volume of the voice transmissions. Again, left is soft and right is loud.

Lead point signal
Choose whether you want the sound on or off for the Lead Point. When a targeted (locked on) opponent is within range, a high pitched constant tone will sound. The tone together with the Lead Point will help you avoid wasting ammunition on opponents that are out of range.

Number of effects
Here you can adjust the number of simultaneously audible sound effects. The more effects available the better the sound quality; however, it also means that your computer will run more slowly. If you encounter problems with processing speed, try reducing the number of effects available. The default setting is 16.

Resolution Setup
Adjust the resolution quality available for your missions. Only the resolutions that are available for your graphics card will be displayed. Try out the different resolutions and pick the one which best suits your taste. If you have a graphics accelerator card that uses the 3Dfx™ chip, no choices will be available because the resolution is fixed.

Note: If you skipped the **"Graphics Resolution"** section, then you might choose a resolution that is not supported by your graphics card. If you start the game, (game sounds are heard), but no picture appears, then press "F5" after the briefing. This will switch the resolution from LowRes to HiRes or vice versa. If you can now see a picture, press "F2", and use the **"Options Menu"** to change to a different resolution.

Graphic Detail Level
Select the level of graphic detail that best meets your playing requirements. Of course, an increase in graphic detail will decrease the speed of your computer. Play the game with the various options and decide on a balance that you like best.

Controls Setup

Joystick Type
Select either: 2-button, 4-button, ThrustMaster® or None.

Note: It is not technically possible to use both a throttle and the Coolie Hat on a joystick at the same time. If you want to use a throttle, you must first select **"Joystick type: 4-button"**. Then during joystick calibration you will also be able to calibrate the throttle. After this has been completed you will need to designate functions for the throttle. To assign these functions please refer to the section **"Choose and Adjust Controls"** below. If you would like to use a Coolie Hat, which controls the direction of view, you must select **"Joystick type: ThrustMaster®"** After you have made your selection calibrate the joystick and the Coolie Hat.

Rudder
If you have rudder pedals, turn this option on.

Mouse
Switch this on, if you want to use your mouse in *Extreme Assault*. Refer to the section **"Choose and Adjust Controls"** below to assign functions to the mouse buttons and movements

Calibrate Joystick
Follow these instructions, before playing the game with a joystick.

Calibrate Joystick Axis

Here you can set the sensitivity level for your joystick. First choose the axis or axes you want to adjust. The X-axis defines the left and right movements and the Y-axis defines the up and down or forward and back movements. Next a diagram will appear with the current setting. The OUTPUT-Axis shows the amount of reaction that will occur for each degree of joystick movement shown on the INPUT-Axis. Below this diagram are two slide bars: Neutral and Strength. Neutral defines how far the joystick has to be moved before the helicopter or tank will move. Strength defines how large the vehicle movement will be for the corresponding joystick movement.

Example: If you move the "Strength" slide bar all the way to the right, you will see that the line in the diagram has bent downward and outward. This indicates that small movements of the joystick will produce little or no movement of the tank or helicopter. Try out this setting by moving the joystick. You will notice that the green point, depicting the movement of your vehicle, will move only slightly. However, the farther the joystick is moved the faster the green point begins to move. This setting is good when you want to make small, precise maneuvers.

Now move the "Neutral" slide bar all the way to the right. You will notice that no corresponding movement of the green dot is noticeable until the joystick is pushed almost all the way to its limit.

Adjust Force Feedback

If you have an I-Force compatible Force Feedback Joystick, you can make the necessary adjustments here.

Choose and Adjust Controls

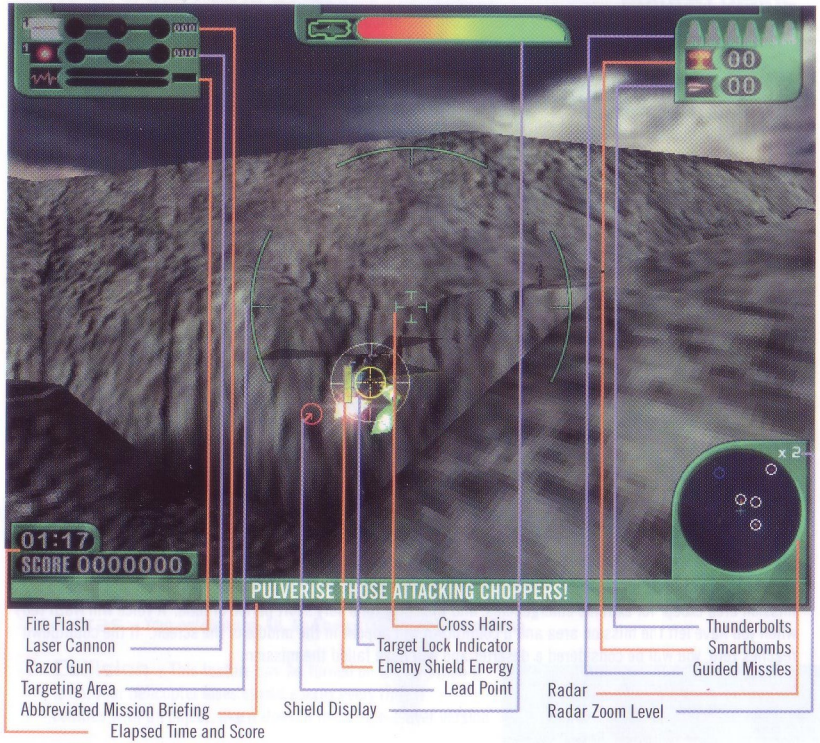
Pick from one of the three preset control types: Normal, Pilot and Arcade. Or you can customize the controls to operate the way you like. Click on the action to be defined (i.e., Climb), and press the desired letter or key for each command or control element. The same applies for a joystick, but instead of a letter or key, it's the joystick movement that will be defined.

Note: We have included pre-programmed setup files for many popular programmable joysticks. See the README for details.

Drift:

A special control function we've added to ***Extreme Assault*** is called drift. Imagine that you are trying to avoid the fire of an attacking opponent, but don't want to lose sight of him. Drift allows you to move laterally to the left or right without turning your helicopter.

You can assign "Drift left" and "Drift right" with the same joystick movements as "Turn left" and "Turn right". Define drift with the "ALT" key, (naturally it can be any available key you desire), and define "Drift left" and "Drift right" with the appropriate joystick movements. Now during the game, to drift left or right, just press the "ALT" key and move the joystick left or right. When you release the "ALT" key, you'll return to the natural turning movement.



The Cockpit

Shield Display

The energy bar at the top middle of the screen shows the amount of shield energy you have remaining to deflect enemy fire. When the energy level reaches zero, the next shot that hits you is fatal.

Weapons Display

In the top left and right corners of the screen are three lines of symbols. They indicate the amount of ammunition remaining for each on-board weapon system. In the left corner, from the top down, these systems are: the Razor Gun, Laser Cannon and Fire Flash. From the top, in the right corner, there are Guided Missiles, Smart Bombs and Thunderbolts.

Target Selection

Target selection is accomplished by pushing the appropriate key that was defined in the Control Setup menu. The Sioux AH-23's target selection system can lock on any target within the green Target Sight. When multiple targets are within this sight, the one nearest to the cross hairs will be picked when the select key is pressed.

When a target has been locked on, a yellow circle and vertical bar will appear. The vertical bar displays your opponent's shield energy level. When the target is within range a high pitched constant tone will sound and a red square (the Lead Point) will appear. This point shows the target's calculated position based on his current speed and direction. Use the Lead Point to avoid wasting ammunition on opponents that are out of range.

The Radar

In the bottom right corner, you'll find the radar screen. All relevant mission information, such as enemy position, can be located on this screen. Red dots indicate opponents, yellow dots represent fired rounds, white circles show the mission objectives to be destroyed or picked up, and blue circles indicate objects that must be protected.

The series of gray dots on the radar, outlines the borders of your current mission area. You should never leave the mission area except for extreme emergencies, and then only for a very short period of time. A voice will warn you when you have left the mission area and a countdown will appear in the middle of the screen. If the countdown reaches zero, you will be considered a deserter and will have failed the mission.

Network Play

The Network Play option allows you to create a new network game of *Extreme Assault*, join a network game that already exists, but hasn't started yet, or train in a network terrain area.

Local Area Network (IPX)

You can play *Extreme Assault* on a local network with up to three other players. To start a network game, select **"Network Play"** from the **"MAIN MENU"** and then select **"Local Network (IPX)"**. Next, you'll be asked whether you want to create a new game or join an existing game. Every network game will need one person to create the game.

Creating a New Game

You must supply the computer with the following information:

- **Your Name** - Give yourself a name so that the computer can identify the various players.
- **Game Name** - The game must be named to distinguish amongst any concurrently running games.
- **Voice** - Your messages to other players can be spoken with a male or female voice.
- **Vehicle** - Choose between the Sioux AH-23 attack helicopter and the T1 battle tank.
- **No. of Players** - 2 to 4 players are possible.
- **Game Objective** - Select the objective where the winner is the first player to reach 5, 10, or 15 kills, or the player with the most kills after 5, 10 or 15 minutes. You can also choose to play without any limit to the game length.
- **Radar** - Here you'll decide whether you want to play with or without radar.
- **Extras** - Your options are: All, No Energy (shield energy) or None.
- **Collision** - This feature can be turned on or off. When it is on, your helicopter loses shield energy every time it collides with an object, like it does in the single-player version.
- **Terrain** - Pick from Arctic, City, Duel or Highland.

Starting a Game You Created

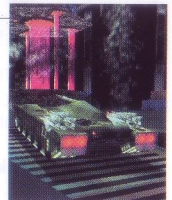
To begin the game, select **"START GAME"**, and then the **"Players and Teams"** menu will appear. This list shows the players who have joined the network game and the number of players who can still join the game. The **"Creator"** has to assign identifying colors to the individual players. To build teams, the **"Creator"** must assign more than one player the same color. When all the players are ready and the colors have been assigned, the **"Creator"** can start the game.

Joining a Game Already Created

Before starting, you'll need to provide the information for the following options:

- Your Name - Give yourself a name so that the computer can identify the various players.
- Voice - Your messages to other players can be spoken with a male or female voice.
- Vehicle - Choose between the Sioux AH-23 attack helicopter and the T1 battle tank.

After you select **"START GAME"**, the available network games will appear on the screen. When no game appears, you can wait here until one does. Click on the game you want and a display with the game details will appear.



Playing EXTREME ASSAULT on the Network

After you have created or joined a game, the game **"Creator"** needs to assign the players a color. This will be the color of your helicopter or tank, headquarters, and your name that will appear on your communication bar at the bottom of the screen. Additionally, in the other players' respective colors, their vehicles will appear on your radar screen in the form of a circle, and their headquarters will be displayed as squares.

Note: If your tank or helicopter becomes stuck anywhere while playing in the Network mode, you can transport your vehicle to a safe area with the key combination ALT + CTRL + 0.

The Headquarters

Appearing as four pillars in your assigned color, your headquarters will provide you with the opportunity to replenish your depleted shield. Just fly or drive in and the rest is automatic. But be careful. While you're inside, you're defenseless against enemy attacks.

The Communication Bar

At the bottom of your screen you'll find these bars for all the players, in their respective colors. Displayed under their names are their individual energy bars, indicating the amount of energy left in their shields. Behind their names, the number of kills they've accumulated is also shown.

Sending Messages

If you'd like to send greetings or insults to your opponents, all you have to do is press "Alt+F9" and type in your message on the communication bar. The message will then automatically appear on you opponent's communication bar. Sending a message to just your teammates, to coordinate your assaults, is also possible. With the key combination "Shift+F9", only your team will receive the message, or press "F9" and send it to everyone. Finally, you can send everyone a prewritten SOS message, retreat message, report a kill, threaten an opponent, or insult an opponent, by pressing "Alt+1,2,3,4 or 5" respectively.

Reviewing Messages

Press "F10" and you can review the last message sent.

Point Deduction

If you are too close to exploding objects, you will receive damage to your vehicle's shield. If you're destroyed by an explosion, and the computer cannot attribute your death to an opponent, then a point will be deducted from your score. This rule is intended to deter self-destruction as a means of preventing an opponent from getting the kill score.

Game Over

Depending on the game objective chosen, the game is over as soon as a player or team reaches the pre-determined point total or time expires. Of course, it is also possible to leave the game before the objective is reached. To exit the game early, press the "Esc" key. In either case, the player will be shown their number of kills and times they were killed by opponents. Click on **"Continue"** to return to the **"MAIN MENU"**. You can now join a different network game or fine tune your skills with a solo-round of *Extreme Assault*.

Note: If for any reason you are unwillingly separated from a network game (system crash, network problems, etc.), you can try to rejoin the current game. Restart *Extreme Assault* and select **"Network Play"** followed by **"Local Area Network (IPX)"**. Next you will see a menu called **"Restart interrupted play"**. Click on this menu and you will be able to rejoin the interrupted network game.

Mplayer

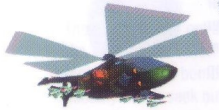
Select this option if you would like to challenge other players over the Mplayer™ multi-player game service. You must setup an Mplayer™ account before you can play on this service. See http://www.mplayer.com for more information on Mplayer™.

Training

Here you can get some practice before challenging your friends or scout out the level for extras, strategic locations, etc. Choose from four different network terrains: Arctic, City, Duel or Highland. To end your training, press the [ESC] key.

Note: Network games of *Extreme Assault* require each player to have a copy of the game in their CD-ROM drive, except for the **"Demo Mode"**. In this mode only one person needs to have the EXTREME ASSAULT CD. However, the length of the game is limited to the first player getting two kills. See **"The Installation Program"** on page 5 for details on installing the **"Demo Mode"**.

Your Helicopter



The Sioux AH-23 has everything that modern weapons technology has to offer. It is faster, more maneuverable and better armed than all its competitors. If your mission is even remotely possible, this helicopter will get the job done. If this chopper can't cut it, then you know it can't be done.

Your Tank

The T1 is a heavily armed battle tank that can do almost anything – including moving sideways. It doesn't run on those old fashioned chain treads, but rather glides over an anti-gravity field. It has the same powerful compliment of weapons and weapon systems as the AH-23. This is truly the most lethal ground vehicle of all time.

The Weapons

Important: During the game, you will run across glowing objects. As long as there is enough room on board, you can collect them. These valuable objects are additional ammunition, weapons and shield energy.

Razor Gun

This weapon fires rounds that are like mini-missiles. They can follow their target just about everywhere, making the Razor Gun the weapon of choice for fast-moving maneuverable enemies. The ammunition for this weapon never runs out, but only by collecting additional ammo can you blast away with all three barrels.

Laser Cannon

It has a penetrating force that is far too powerful to follow any particular targets. The laser cannon is very useful against slow-moving or stationary targets. This weapon will also never run out of ammunition, but the maximum four barrel fire power is only available if you pick up the extra ammo.

Fire Flash

There isn't much that we can say about this weapon – in the beginning of the game it hasn't even been invented yet. Rumor has it that this weapon shoots lightning bolts. The power of each shot depends on how long you hold down the trigger before releasing the bolt of lightning. Fully energized, it is supposed to possess an extremely deadly force that can flatten an entire house. Of course these are just rumors. One thing for sure, there's no such thing as a guided lightning bolt, so aim well.

Guided Missile

You'll start the game with a few Guided Missiles. When your magazine has less than six missiles left, you can pick up refills wherever you find them. The Guided Missile doesn't have a spectacular name, but it is a very effective weapon against fast and heavily armored opponents. There isn't a lot that an opponent can do to get away from it. To take advantage of the guidance feature, you must first select a target; otherwise, it reverts back into a normal missile and will only fire straight ahead. You should also be careful when using them near the ground or in hilly areas, because they need time to turn and climb.

Smart Bomb

These bombs are not available right away, but you'll probably run across them during the game. The Smart Bomb is the most advanced, and like its name indicates, the most intelligent bomb in existence. The bomb disperses numerous rockets simultaneously which seek out any target in range. If you happen to encounter a large group of deadly enemy forces, it may prove advantageous to have one or more of these bombs available.

Thunderbolt

You have to find these bombs as well, but they sure are worth it. The Thunderbolt functions like a conventional guided missile; it's upon impact that you notice the difference. It covers an entire area with grenades and is very effective against tightly grouped stationary units. It's also fascinating to watch the effect it has on aerial vehicles that are threatening your chopper.

Shield Energy

You can re-energize your shield by collecting extras throughout the game. The Shield Energy symbol will increase the energy of your shield by 20%.

Maximum Shield

The Maximum Shield Energy symbol will bring your shield up to full power, no matter how low it is.

Confronting The Enemy!

After you've chosen a pilot, made the necessary setup decisions and started *Extreme Assault*, you'll begin with a mission briefing. Your headquarters transmits mission orders and important warnings over the radio. Don't be surprised if you experience transmission disturbances once in a while. They are not due to problems with your computer! These problems are caused by atmospheric disturbances.

You'll soon notice that two enemy helicopters are approaching your location. Don't be alarmed; their choppers are no match for your Sioux AH-23! After you blow them out of the sky, take some time to familiarize yourself with the controls, before starting the next mission. One of those enemy choppers left behind an "extra" when he crashed. Fly near the site so you can pick up whatever it is. You can always collect extras so long as there is enough room on board.

This time the extra is ammo for your Razor Gun. Now you'll be able to fire with all barrels, and be more effective against enemy targets. Naturally, that is only possible as long as the additional ammo holds out. Press "F12" when you're comfortable with the helicopter and its controls. The second mission briefing will then start, but this time we'll let you carry out the mission yourself. Good Luck!

Have fun!
The *Extreme Assault* Team

Contacting Blue Byte:

For more information on any of our other hot titles, go to our web site at: http://www.bluebyte.com or contact the office nearest you. U.S. Phone: (847) 995-9981 between 8:30 AM and 5:00 PM. U.K. Phone +44 (0) 1604 - 259090 or 07000 BLUEBYTE between 2:00 PM and 6:00 PM. To get the latest scoop on all of our current and future games, email your name and address to hotline@bluebyte.com for the US or hotline@bluebyte.co.uk for the U.K. Please mention code #EAGMAN.

Credits and Acknowledgments

Producer: Thomas Hertzler
Project Manager: Thomas Friedmann

Concept and Design: The Extreme Team
Mission Concept: Erik Simon
Missions (in alphabetical order): Thomas Friedmann, Marko Giertolla, Thorsten Knop, Erik Simon

Program: Rainer Reber
3D Engine: Christian Jungen
Special Effects: Christian Jungen, Rainer Reber
Opponent Logic: Steffen Bendel, Rainer Reber
Network Program: Lars Hammer, Rainer Reber
Editor: Rainer Reber
Additional Program: Jurie Horneman
MMX™ Technology: Jörg Plewe

Level Design and 3D Graphics (in alphabetical order): Martin Fiedler, Marko Giertolla, Christian Siecora, Janos Toth, Christoph Werner
Additional Graphics: Thorsten Knop, Christian Siecora

Sound Track: Chris Hülsbeck, Fabian Del Priore
Sound Effects: Haiko Ruttmann
Speech Recording: Haiko Ruttmann
Speech Manager: Wolfgang Walk
Voices: Eric Hansen, Jonathan Failla, Christina Kellner, Thomas Krause, Marty Sander
Manual and Layout: Wolfgang Walk
(with special thanks to: Paul Bartu, Suzan Simmons, Brian Walter)
Story: Thomas Friedmann
Localization: Daniel Schmidt
(with special thanks to: Samantha Flint, Beth Rodgers)
Best Boy and Special Support: Thomas Häuser
Fire engine: Uwe Meier

Special thanks to:
Esther Manga, Markus Biehl, Stefan Maton, Michael Dreher, Marcus Pukropski, Andreas Kähmer, Christoph Holowaty (for the Horrorwaty...), Peter Steinlechner, and Michael Galuschka (for the Jacket...), Pizzeria "Da Vanna e Piero", Stefan Schappacher, Steve Vai, Oliver Blanck and the Saftschrank, Armino Gesserti, the "Virtua Cop" designers, Thomas Holz, Hardy Gude, Rudi, Jens Bormke, Ilse Katharina Giertolla, Jack Pot, the KIWI's and Tequila's from Hamburg, the US & UK Team: Kris Bremner, David Howe, Matt Tinsman, Al Jansen, Warren McKinney, Captain, Shadow, Oriole, the Outback for the cheese fries & DUD's and Portillo's for the Italian beef.